

EBERRON

JUNGLE SECRETS

An Adventure for Four to Six 10th-Level Characters

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INTRODUCTION

Secrets of Xen'drik opened up the unknown continent of Xen'drik, which we first read about in the *EBERRON® Campaign Setting*. While not every nook and cranny of the vast continent revealed itself in this relatively recent tome, more than enough information exists to allow for adventure and exploration. Xen'drik, an exciting place full of dangers and wondrous new creatures and constructs, could become a home away from home for those jaded with the lands of Khorvaire or those seeking the unknown. Those so minded may wish to set sail by ship (dangerous) or airship (not as dangerous, but still not without risk) to Stormreach.

Jungle Secrets, an adventure for four to six 10th-level player characters (PCs), offers a window into the history of the giant-drow conflict and the remnants of the quori invasion. The adventure begins with the PCs already deep within the jungles of Xen'drik, and it takes them even farther into unexplored terrain. This adventure serves as a side trek to a main adventure, though it could be the start of a larger adventure or mini-campaign as well. Sidebars offer suggestions for modifying the adventure for 8th- and 12th-level PCs.

PREPARATION

To run this adventure, you'll need the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), *Monster Manual* (MM),

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Monster Manual III (MMIII), and the *EBERRON Campaign Setting (ECS)*. In addition, the adventure draws heavily from the new *Secrets of Xen'drik* sourcebook. You don't need a copy of that book to run this adventure, but you'll understand the adventure as a whole and its setting a lot better if you have access to it.

To get started, print out the adventure, including the maps. Read through the scenario at least once to familiarize yourself with the situation, threats, and major nonplayer characters (NPCs). Some text is designated as player information that you can read aloud or paraphrase for the players at the proper times.



ADVENTURE BACKGROUND

The war between the giants and the quori caused devastation across Xen'drik and even to the far reaches of Eberron. After the giants banished the quori, magical plagues and curses swept the land for a thousand years. During this time, the giants' drow slaves threw off their chains and rebelled against their masters. Their battles for freedom were hard and often futile, but their smaller size and their knowledge of magic aided them. Eventually they won their freedom, and the giants found themselves reduced to savagery.

During the war for liberation, some drow found the creation forges left behind by the quori and learned how to use them to create warforged scorpions. The drow appropriated a number of creation forges and moved them to secret bases where they would not be found. The secret for creating these creatures remains with a small enclave of drow deep in the interior of Xen'drik, though few of the creatures are created anymore. However, most of the creation forges were lost in battles, natural disasters, or monsoon storms.

About a hundred years ago, a group of drow was exploring near the river Hydra in central Xen'drik when they came upon a ruined ziggurat from the time of the giants. While exploring it, they found that it covered a deep cavern that contained a working creation forge. Eager to seize such a prize, they established a settlement at the ziggurat site that they named Caledaith, and they sent word to other enclaves of drow. Soon powerful artificers came to study the forge while the settlement of drow was expanded and some

warforged scorpions were brought to the area to supplement the defense. The drow knew, however, that their greatest defense would be secrecy, and so they worked to camouflage their very presence.

Elders among the drow of the scorpion realized that even camouflage would not be sufficient, and one night about twenty years ago they magically moved the entire creation forge to a new site deeper in the interior of Xen'drik. They then created a massive illusion of the forge where it stood and left the drow at Caledaith unaware of the change. Thus, the drow today guard an illusion of the forge.

ADVENTURE SYNOPSIS

The PCs are exploring along the river Hydra when they are attacked by the drow from an advance scouting base. Searching this camp leads the PCs to Caledaith, where they can explore and fight drow and warforged scorpions. They can find the creation forge, discover its illusory nature, and perhaps find clues to where it might have been taken.

ADVENTURE HOOKS

The adventure begins deep within the jungles of Xen'drik, along the river Hydra. If you have a map of Xen'drik from *Secrets of Xen'drik*, you can begin this adventure anywhere between numbers 13a and 11 on the map. If you don't have the map, look at it or download it from the Wizards of the Coast website. Because the adventure begins in the wilderness, the PCs are already there for some reason. Thus, you can take two approaches to setting the hook for this mini-adventure.

First, the PCs could be on their way to some other destination and come across the drow in the first combat as a "random encounter" of sorts. Their primary mission is left to you, but some suggestions include the following.

- They could be rescuing someone important from Stormreach who was kidnapped by yuan-ti, giants, drow, or something else.
- They may be exploring on behalf of House Cannith for quori sites that might contain creation forge technology that has not been discovered yet. Quori created constructs like the warforged, and perhaps some creation forges have not been found on the vast continent.
- Perhaps they're prospecting for mineral wealth or other natural resources on behalf of Khorvairan merchants or a dragonmarked house.
- They may be looking for ancient ruins to loot. There are countless giant and quori ruins scattered across the huge continent just waiting to be found and to have their treasures taken. That is, if the PCs can overcome any dangers surrounding them.
- They may be finding their way back from getting lost. Xen'drik is a vast and mostly unmapped wilderness, and it is easy to go astray.

The other option is that the PCs could be looking for this drow enclave specifically. They took a job in Stormreach or somewhere on Khorvaire to seek out an enclave of Vulkoor-worshiping drow because the sponsor knows that the drow have creation forges that no one else knows about, and these forges are probably working ones at that. House Cannith is a perfect sponsor for this kind of quest, but other factions would like to acquire the means of creating their own construct guardians. The PCs have, therefore, been to Stormreach and gained some clues to point them in this general direction. However, they have not found the drow yet, so they continue to search the area when they are attacked.

AMBUSH (EL 12)

The PCs have spent a day traveling through the jungle (or fruitlessly searching for drow) and have camped for the night. They may or may not have PCs on watch. A group of drow scouts from the nearby encampment has detected the PCs and ambushes them here. They have had one of the raiders watching the PCs' camp since nightfall from a distance of 100 feet (+10 modifier to Spot and Listen check DCs to detect the spy). This drow has *pass without trace* active as well, and he has left no tracks leading to his current position. Just before the attack, he sneaks off and reports the PCs' positions in camp so that the drow can plan their ambush (hiding his tracks when he does so, since his spell expired while he was watching the PCs).

The kaxat and the raiders surround the camp as best as they can, moving slowly (+2 DM's friend bonus on Move Silently checks) and using trees for cover. They attack using ranged weapons for maximum surprise, and then use divide-and-conquer tactics against the PCs (focus on one PC until he or she is down, and then change targets). The others attack spellcasters, especially clerics or other healers, preferentially to weaken the PCs' ability to heal. They are not above selecting a sleeping PC for a first-round attack if that PC is an obvious spellcaster or healer (taking out the healer in the first round would be a better strategy for them).

MODIFYING FOR DIFFERENT LEVELS OF PCs

- 8th-Level PCs (EL 10):** Eliminate the kaxat.
- 12th-Level PCs (EL 14):** Add 4 drow raiders, 2 drow poisoners, and 1 drow shaman. See Appendix for drow statistics.

Incorporate the new tactical possibilities and spells into the drow preparation and attacks. The poisoners work together to make the best use of their sneak attack ability. The shaman casts *shield of faith* on himself, casts *bless* on the group just before the attack, casts *bull's strength* on the kaxat, and casts *divine power* on himself during the surprise round.

WHY AN AMBUSH?

Why do the drow bother to ambush the PCs in the first place if they are trying to keep their presence a secret? For two reasons, actually. The first is that the PCs are close enough to the encampment that they may find it, and that would be bad. The second is that the drow need the PCs' equipment, since magical goodies don't come through the jungle to them every day.

The firebringer begins the combat invisible and stays out of the fighting as best as he can. If approached, he uses *invisibility* to conceal his movement to a new location and attacks again. He casts *haste* on his comrades early on, when they are still within 50 feet of him, and he uses other buffering spells as appropriate. He does not leave himself without at least five powerful attack spells, though. He retreats if he runs out of spells.

The drow retreat and heal if the tide turns against them, knowing that they can see much farther at night than the PCs probably can. If they retreat, they attack several hours later in the same fashion (though with fewer spells).

Creatures: The attacking drow are a moderately sized scouting group consisting of a leader, a sorcerer, and four raiders.

Drow Kaxat (leader): hp 68; see Appendix.

Drow Firebringer: hp 19; see Appendix.

Drow Raider (4): hp 27; see Appendix.

Treasure: The drow have the equipment listed for them in the Appendix, and an additional four *wands of cure light wounds* among them for healing injuries.

Development: All the drow have *pass without trace* active when they approach the PCs' camp except the kaxat and the spy. They are hiding their tracks. Tracking the drow therefore requires a DC 23 Survival check at night (or DC 20 the next day). The tracks eventually lead to the drow encampment, which is the site of the next encounter. Though they all bear lay symbols of Vulkoor, the drow do not bear any tribe or clan markings, and they do not carry anything that would point back to the encampment (such as a map).

Troubleshooting: To continue the adventure, rather than just having this ambush turn into a random encounter, you need to make sure that the PCs find the tracks of the drow ambushers. The reasons that they might not are that 1) they don't bother to look, or 2) none of the PCs has the Track feat (because anyone at 10th level with the Track feat can make the Survival check DC to find the tracks if they look). If none of the PCs have the Track feat, then you have to fall back on Search checks to find tracks. The PCs won't be able to follow them, but you could make the tracks easier to follow by making the Search check DC 10 (so that Search checks can be used to at least have a chance of finding them now and again [see the Track feat on page 110 of the Player's Handbook for a better idea of options]). Alternatively, you could allow an NPC with the Track feat to come along with the group.

If the PCs refuse to look for tracks, you can try again to get them into the adventure by throwing a second ambush (same stats) at the PCs a couple of nights



later. They should get worried if drow keep trying to kill them. However, if they still don't bite, then you may need to have them run across the encampment (below) if you want to be blatant, or just give up on the adventure until some later time and try again. You shouldn't force PCs into an adventure.

THE ENCAMPMENT

If the PCs follow the tracks of the drow that attacked them, they reach the encampment after about 2 hours' travel. The area is dense jungle, and movement is slow (consider the whole area to be difficult terrain).

If the PCs eliminated all the drow in the ambush, then the camp is not on guard against them. If any drow escaped, then the encampment is prepared to fend off intruders. Notes about preparations if warned are included with each encounter area.

Use the Primitive Camp map (from *Secrets of Xen'drik*) for this section of the adventure. The PCs approach the camp from the right side of the map. The trails that lead to area 1 and to the ruined bridge in the water meet up just off the map image.

AREA 1: ADVANCE CAMP (EL 10)

Most of the drow stay in the barracks at the fort in area 4, but some of the scouts prefer the open sky and camp

MODIFYING FOR DIFFERENT LEVELS OF PCs

- **8th-Level PCs (EL 8):** Eliminate the rowdy poisoner and 1 drow raider.
- **12th-Level PCs (EL 12):** Add 1 drow kaxat.

here. The scouting parties also use this as an advance packing and staging camp. The clearing is dominated by a large fire pit in the center. On the river side closest to the collapsed bridge, the drow have built a small shed to hold supplies.

If any drow from the ambush escaped, the drow here have set a little ambush of their own. They are arranged to draw the PCs toward the rocky areas where they can push them over the cliff and into the river.

Creatures: The camp is always occupied by a group of drow, who are the first defense for the fort in case of attack from that direction. They fight to delay any intruders and make enough noise to alert the fort before falling back into the jungle so that they can come up later and support the drow at the fort.

Drow Poisoner: hp 23; see Appendix.

Drow Raiders (4): hp 27; see Appendix.

Treasure: In addition to the gear on each drow, the PCs find a lot of camp supplies and foodstuffs in the shed.

Development: If a battle is joined here and not covered with a silence effect, then the fort goes on alert if it had not done so already. If it was already on alert, then the trail trap at area 3 is manned.

AREA 2: RICKETY BRIDGES

These bridges over the fast-moving river below appear to be very rickety and dangerous.

In fact, they have been made to look that way on purpose, so as to slow intruders. The bridges have been reinforced from below. A DC 20 Spot check is required to see the reinforcements under normal circumstances. In the rushed situation of the PCs attacking the camp and chasing drow, the Spot DC is 25 (the PCs are distracted).

MODIFYING FOR DIFFERENT LEVELS OF PCs

- **8th-Level PCs (EL 11):** Eliminate 1 monstrous scorpion, the drow firebringer, and 3 drow raiders
- **12th-Level PCs (EL 15):** Add 3 huge monstrous scorpions and 2 drow kaxat.

The drow have a specific route that they use to cross the bridge at full speed. It is somewhat convoluted and not at all necessary since the bridge is strong everywhere. However, seeing the drow take a weird route should contribute to the mental idea that the bridge is dangerous. Memorizing the exact route while a drow is running it requires a DC 25 Spot check and full concentration whilst heq uarryis u singt hep ath.

For PCs trying to cross the bridge, require DC 5 Balance checks once in the middle of the bridge. Make it seem like the DC is higher, though, and don't forget to add in creaking bridge planks that feel like they might give under the PCs' feet.

AREA 3: TRAIL TRAP (EL 8)

The path is 5 feet wide, and the drow have built a trap along this trail that is armed if the camp is warned of danger. Thus, if any drow escaped the ambush, or if enough noise is made in area 1 to alert the camp, a drow raider activates this trap before the PCs reach the spot (and then returns to the fort).

At the spot on the trail where the river touches the west side of the trail, the drow have set up a tripwire. If tripped, a mass of branches and logs falls from the trees on the east side of the trail onto the trail and any PCs there. It is constructed such that any PCs hit by debris suffer the effects of a bull rush. Anyone who is pushed 5 feet or more falls into the river 10 feet below.

Falling Debris Trap: CR 8; mechanical; touch trigger; no reset; Atk +20 melee (10d6 debris); multiple targets (all creatures within a 20-foot length of path starting 5 feet ahead of trip wire); bull rush (+14 to opposed Str check, 1d6 falling damage for those pushed into the river); Search DC 25; Disable Device DC 10.

Development: PCs pushed into the water must get out again, and this causes a delay that allows the fort to better prepare. Climbing the wet bank requires a successful DC 15 Climb check, or DC 5 with a rope assist.

AREA 4: CAMP FORT (EL 13)

Built back in the Age of Giants, the fort (walls: hardness 5, 360 hp) was in a ruined state until the drow rebuilt it.

The fort ahead has a wooden wall made of tree trunks 3 feet thick, with a double gate made of the same material. The trunks have been sharpened to points on the top.

The gate usually stands open on one side just enough to allow easy passage of drow back and forth, and they can close it easily. If the camp goes on alert,



the drow that arms the trail trap in area 3 also closes the fort gate. Then the drow raiders and the firebringer take to the towers for missile and ranged spell defense while the shaman and the scorrows wait inside. The scorrows call their monstrous scorpion pets from the nearby forest as soon as the intruders begin to break through the gates or walls, and they arrive at the top of the wall at the end of the next round.

Creatures: A sizable force of drow occupy the camp, along with some other creatures. Some of the drow are out on scouting duty, but the remainder are in the fort or at area 1.

Scorrows Leader: hp 75; see Appendix.

Huge Monstrous Scorpion Pets (2): hp 75; MM 287.

Drow Firebringer: hp 19; see Appendix.

Drow Shaman: hp 42; see Appendix.

Drow Raiders (6): hp 27; see Appendix.

AREA 5: WATCH TOWERS

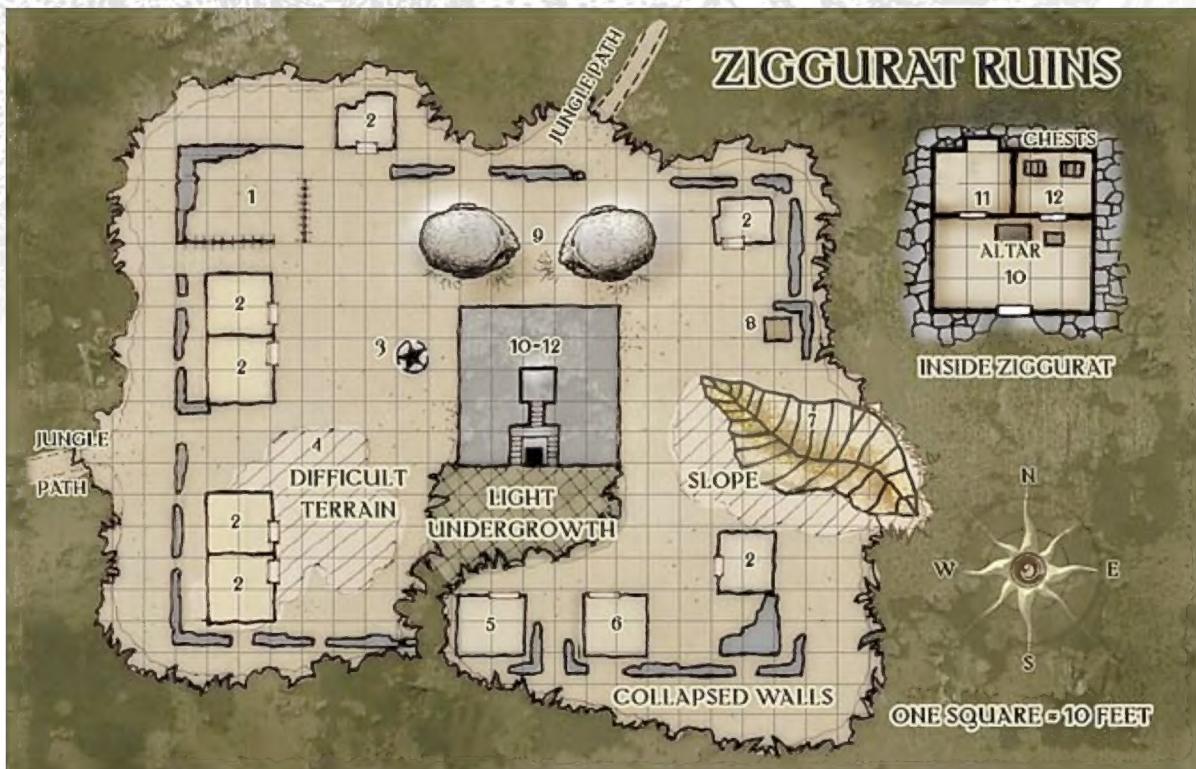
A ladder from the fort below ascends to each watch tower. The towers offer cover against enemy attacks, or full cover if one drops prone inside. The drow in these towers are included in those listed for area 4.

AREA 6: SCORROW'S QUARTERS

The scorrows had his own building, chiefly because no one else wanted to be anywhere near the half-scorpion creature. The building contains six rooms, though it appears that some relatively recent

MODIFYING FOR DIFFERENT LEVELS OF PCs

- **8th-Level PCs (EL 8):** Replace the drow druid with a drow raider.
- **12th-Level PCs (EL 12):** Add 4 bloodstriker dinosaurs (hp 94; MMIII 39).



remodeling done in an effort to accommodate the scorrows has cut down the original number of rooms. The rooms include a privy (a drow has to empty the waste into the forest every day), a sleeping room, an office of sorts, a kitchen, and two rooms that the shamans use to worship Vulkoor.

In the office, the PCs can find a map of the nearby area that shows patrol routes. It also has Caledaith Ziggurat marked on it. In addition to the map, some papers include communications from superiors at Caledaith to the scorrows on mundane matters, plus a half-written letter from the scorrows to the commanders describing the monotonous situation at the camp.

AREA 7: BARRACKS

The drow all live within the two-story barracks, which has several small rooms and a few larger rooms, including a kitchen and a dining room. Each drow has limited personal possessions, such as extra clothing or whetstones or extra arrows (for the raiders). The drow don't bring any wealth to these camps; they store it in Caledaith with relatives or friends. Though the PCs find nothing of interest (unless the DM wishes to plant something here), it will take the PCs a couple of hours to search the whole building thoroughly and discover the lack of useful information and items.

AREA 8: DINOSAUR PASTURE (EL 10)

The drow use this meadow to pasture their deinonychus mounts. They have only six of the creatures, but the creatures make travel to other drow settlements go much more quickly. The drow do not use the mounts for scouting in the local area.

Creatures: The deinonychus mounts are tended by a drow druid.

Drow Druid: hp 38; see Appendix.

Ape Animal Companion: hp 44; see Appendix.
Carver (Deinonychus) Mounts (6): hp 34; MM 60.

If the PCs circle the area and approach the encampment from this direction, the druid is on alert only if drow escaped the ambush. In this case, the deinonychuses are in the pasture area and charge the PCs (recognized as nondrow) immediately. The druid runs to the west.

If the encampment is on alert, then the druid has the deinonychuses grouped for attacking strangers on the path from the brush. If a fight occurs in area 1, then the druid brings the deinonychuses down the path toward the bridge and hides them in the brush along the path or uses them to support any fighting around the bridge. The deinonychuses don't know that the bridge is supposed to be rickety and charge across it without acting differently (this could be a clue).

If a serious danger threatens the encampment, the druid runs for the monolith at area 9 to signal other drow in the region of the danger posed by the PCs.

AREA 9: MONOLITH

The greenish gray monolith itself is from the age of the giants, and it was constructed from a single piece of stone. Wind, rain, and age wore away the carvings in the surface long ago.

MODIFYING FOR DIFFERENT LEVELS OF PCs

- 8th-Level PCs (EL 10):** Eliminate 1 warforged scorpion, the firebringer, and 1 drow raider.
- 12th-Level PCs (EL 14):** Add 1 drow kaxat and 4 warforged scorpions.

This crumbling monolith stands more than 30 feet above the level of tree canopy, and the drow use it for communicating with other drow in the region. It has been enchanted so that the drow can cause the top to glow with different colors. If a drow touches the monolith once, the top of the monolith turns red and glows. This signals that the encampment is in trouble and that other drow should be on alert. Touching it twice turns the top blue, a signal that something interesting is going on at the encampment. Touching it three times turns off the colors and the glows.

CALEDAITH ZIGGURAT

Caledaith Ziggurat is the main drow settlement in the area, and it supposedly guards a quori creation forge. The ziggurat itself is from the early Age of Giants, and elves built it before the giants enslaved them. Abandoned for millennia, the ziggurat later served as a brief home to lizardfolk and then yuan-ti. About one hundred years ago, the current drow occupants discovered the ziggurat and the creation forge beneath it.

The settlement expanded to more than fifty drow, with some establishing camps surrounding the site for additional defense and to improve secrecy. They brought warforged scorpions to the site, along with some scorrow, and they rebuilt the ziggurat village and the wall surrounding it.

The ziggurat is thirty miles from the encampment, and no trails give away the drow positions. Thus, it could take at least three days to get there, barring any other incidents or side treks that the Dungeon Master may wish to throw in.

Use the map of the Ziggurat Ruins (from *Secrets of Xen'drik*), but treat the place as if it is intact. The drow have repaired it and rebuilt the ruined buildings and the wall that surrounds the settlement (so it is complete all the way around, with a gate at the "Jungle Path" marked on the map). Additionally, it has difficult terrain and light undergrowth.

If any drow from the encampment activated the monolith, then the ziggurat is on alert and expecting intruders. This alert lasts two full weeks, since the drow know how far away the encampments are from the ziggurat settlement.

The general defensive strategy is to protect the entrance to the cavern containing the creation forge. The drow don't care about survival if they have a real chance of killing any intruders, and they fight more aggressively (or recklessly) when they feel they have the upper hand. If the ziggurat is attacked, the leaders move to area 10 and the rest of the drow stand ready to defend in the plaza (area 4). They hope that any intruders will be weakened after fighting in the lazaa ndw illf allt ot hele aders.

AREA 1: STABLES (EL 8)

The drow of Caledaith use carver dinosaurs as mounts, and the drow keep their mounts within these stables. Stalls for fifteen carvers are on each wall of the building, with an open area in the center and some food storage on the short walls. Enough tack and saddles for twenty carvers, plus materials to make more, are stored in various tack areas. Simple leatherworking tools are in a cabinet on the east wall.

MODIFYING FOR DIFFERENT LEVELS OF PCs

- **8th-Level PCs (EL 13):** Replace the drow aquasa with a drow kaxat and remove the wolf companion. (The aquasa is away for now).
- **12th-Level PCs (EL 17):** Add 4 stone golems (hp 107; MM 136); the statues animate to defend the room as well.

Creatures: Currently six carvers stand within various stalls. As long as they remain in their stalls, they won't attack anyone and they remain indifferent to the presence of the PCs. If released, they become hostile and attack any nondrow they see. They're probably useless as mounts for the PCs.

Carver (Deinonychus) Mounts (6): hp 34; MM 60.

AREA 2, 5, 6: RESIDENCES

Each of these two-story structures provides housing for a number of drow. If PCs look, they can find drow personal items and such household items as the drow would need.

Because of the size of the community, the drow don't have any guard posts per se. All drow participate to some degree in defense, even if they simply stand watch from the roof of their residence. All residences have roofs with protective 3-foot-tall walls.

AREA 3: STATUE

A statue of Vulkoor stands here, or one representation of him anyway. The statue is 10 feet tall, with the body of a scorpion and the torso and head of a drow. Though not carved in fine detail, it looks quite passable. This area of the plaza serves as the religious center for the drow community, and some dried blood stains the flagstones near the statue (scorpion blood).

AREA 4: PLAZA (EL 12)

The plaza ahead looks like a puzzle of oddly shaped flagstone pieces with the occasional plant growing through a crack.

The main part of the settlement is this open plaza. In ancient times the occupants painted, carved, or etched images and symbols into the flagstones of the plaza, but those have worn away by now. Plants have broken through between the flagstones and cracked most of them, but the drow have removed the plants and restored the plaza to an orderly appearance. They did not use new flagstones, though, so the plaza now looks like a puzzle of oddly shaped flagstone pieces with the occasional plant growing through a crack.

The main battle for the settlement takes place in the plaza. The drow leaders defend the way down to the forge, but the rest mount a defense here. Their tactics are to direct the warforged scorpions against melee fighter PCs, and take on the spellcasters and archers themselves. They move around as needed, using the buildings for cover and for getting around to flanking positions as appropriate.

Creatures: The drow raiders defend the ziggurat under the leadership of a firebringer. They have a number of warforged scorpions fighting with them. The remaining drow (noncombatants and children) attack any PCs near them, but in general flee the settlement if they are not immediately threatened. Noncombatants begin in the plaza or in buildings, in randomly determined starting positions.

Drow Firebringer: hp 19; see Appendix. Feel free to change spell selection.

Drow Raiders (4): hp 27; see Appendix.

Warforged Scorpions (4): hp 85; see Appendix.

Drow (25): hp 4; MM 102

AREA 7: PIT

Some millennia ago, an earthquake created this ancient 300-foot-deep pit. It narrows as it descends, and at the bottom, where the hole is only 5 feet wide, it opens into a cavern deep in Khyber. From time to time something horrible comes out, and the rowdy avet off or kill it. However, they have not yet closed the hole off because it is so deep. The ykeepa watchonit, and that has been enough for the past one hundred years.

The wall around the settlement extends around this pit, following the line of jungle trees and enclosing the pit.

If you want to introduce some random creature from the Underdark into this adventure, this is a good place to do so. The creature could hear the battle at the ziggurat when the PCs attack, and climb out. It could arrive right after the battle is over, or some minutes later, depending on what you want.

AREA 8: WELL

This well provides the drinking water for Caledaith Ziggurat. The well is 50 feet deep, and it reaches down to an underground river. The well is only 3 feet in diameter, which is barely wide enough for a Medium creature to climb down with a rope for assistance.

AREA 9: STATUE HEADS

These two heads appear to be from the same period as the ziggurat, though the ziggurat is in fact thousands of years older. These two heads come from statues of giant deities that adorned a temple at a giant city some hundred miles to the south. Drow attacked the city as the giant civilization was falling, and the drow brought the heads here as trophies. Soon after, the drow abandoned the ziggurat when a magical curse washed over the area, but the heads remained.

The millennia have taken their toll, and the features have worn down on these two statue heads. Now the heads look like rocks that coincidentally had headlike features rather than carved heads.

The drow use the area around the heads for fighting practice and for exercising mounts. These drow do not know the significance of the heads at all. However, if one could roll the heads over, one would see the name of a giant deity (written in Giant) and the name of the ruined city where the heads came from carved on the bottom of the necks.

AREA 10: COMMAND CENTER (EL 15)

The doorway into the ziggurat is a stone sliding door 18 inches thick (hardness 8, 270 hit points, break DC 25) that slides down into the ground to open. Therefore, the mechanism for opening the door is entirely underground. The door can be locked, closed, or opened from the inside by using a lever to the right of the doorway, but it cannot be opened from the outside using the OpenLock skill.

This room serves as both an office and a lounge, since the leader and the senior drow meet and plan here, the leader relaxes here, and the shamans meet here before religious ceremonies. Tapestries that depict scenes of Xen'drik and battles between drow and giants cover much of the old stonework of the ziggurat. The room is furnished with a large table (hardness 5, 60 hit points, break DC 15) in the center, seven chairs, and a couch and two padded chairs in a group on the east side of the room. Four statues of giant-sized drow stand around the room, one in each corner. The drow wear clothing that emulates an ancient style, and they represent how the drow have prospered and become greater than their old masters the giants.

The door has been closed and locked, which requires that the PCs break it down. Inside, the large table on its side in front of the door serves as a secondary blockade and is held in place by the rest of the furniture. The table is 4 feet wide and thus the PCs have to jump over it, move it aside, or bash through it. The firebringers start behind cover of furniture (therefore on either side of the door), and the shamans start near the doorways to areas 11 and 12. While the PCs are breaking down the door, the shamans buff the rest of the drow with protective and enhancement spells that they have prepared. The raiders start near the door to make quick attacks, and the aquasa and his companion stand right in front of the door to attack the first PC to reach the door barricade.

The drow here fight to the death, since they do not want the PCs to reach area 11 and the stairs down to the creation forge below. They hope that the PCs were weakened by the fight outside and take advantage of any weaknesses they see. They, especially the spellcasting drow, prefer to gang up on PCs. They mercilessly kill any obvious clerics or healers first, knowing that the PCs are not as tough if they cannot heal. Then they pick other spellcasters, and finally fighters.

Creatures: The drow aquasa and senior-level minions, along with some guards, try to hold the PCs here and kill them before the PCs can find the forge below.

Drow Aquasa: hp 109; see Appendix.

Wolf Companion: hp 13; see Appendix.

Drow Firebringers (2): hp 19; see Appendix. Feel free to change their spell selection.

Modifying for Different Levels of PCs

- **8th-Level PCs (EL 8):** Eliminate 1 warforged titan.
- **12th-Level PCs (EL 12):** Add 4 warforged scorpions (hp 85, see Appendix) that hide in niches around the room until nondrow enter. They also cannot see the illusion of the forge.



Drow Shamans (2): hp 42; see Appendix. Feel free to change their spell selection.

Drow Raiders (4): hp 27; see Appendix.

AREA 11: SHAMAN QUARTERS

Four beds, four desks, four upright dressers, and four basins and mirrors on small tables are in this room.

This room serves as the living and religious quarters for the shamans of the community. A secret door blocks the niche marked on the map. The niche contains a circular stairway that leads downward 80 feet to the floor of the creation forge chamber below.

AREA 12: LEADER'S CHAMBER

The aquasa that leads this settlement has this room as his own. It is furnished moderately with a large bed, a desk, a chair, a dresser with clothing, a rack for the aquasa's armor and weapons (all currently on his corpse or in the PCs' possession if they get this far), and a bookshelf with some books written in Elven about philosophy, history of the drow-giant conflict, the quori, and the Galifar kingdom and the Last War. They might fetch 200 gp from a serious scholar, or 300 gp from the libraries of the universities on Khorvaire.

UNDERGROUND CHAMBER: FALSE FORGE (EL 10)

The stairs from Area 11 come down 30 feet through stone before opening into the top of this huge cavern. The cavern itself is 50 feet tall and 100 feet across. A number of alcoves line the bottom edges, but no tunnels leave this room. It is accessible only via the stairway or magic.

A huge glowing machine that stands 40 feet tall dominates the center of this room. The bottom of it is surrounded by a circle of control panels, and lights on the panels flash and glow. The forge is 50 feet in diameter total, leaving a circle 25 feet across all the way around it. The machine emits a low hum.

This forge is a permanent illusion cast at 18th caster level. The drow above never come down here, and since they have never let anyone but drow come down here, they have no way to know that the whole forge was teleported to another location twenty years ago. To figure out that it is an illusion, the PCs have to interact with it and succeed on a DC 22 Will save, or wait for one of the guardian creatures to walk through it during the combat that takes place here. If they succeed on the save, the PCs know it's an illusion but it is still visible and they cannot see through it.

Creatures: The drow put two warforged titans down here that they acquired from contacts in Khorvaire. The titans have been programmed to kill any nondrow that enter the chamber. They remain inactive in alcoves, one on each side of the forge (one near where the stairs comes down) until nondrow touch the floor. Then they activate and start killing. As constructs, they are immune to mind-affecting effects and thus do not see the creation forge in the middle of the room. To them, the whole cavern is one big empty chamber. PCs seeing the titans pass through the creation forge gain a +4 bonus on their Will saves to disbelieve the illusion of the forge.

Warforged Titans (2): hp 109; ECS 302.

FURTHER ADVENTURES

If this is a stand-alone adventure for your campaign, it can end with the defeat of the drow. However, the PCs could (and probably will) discover that the creation forge is one big illusion. That could lead them to try to find the real one, and then the notes in area 12 would become relevant. The real forge was moved by the drow twenty years ago, and it is now at a larger drow settlement a hundred or so miles eastward toward the Valley of Shadows (perhaps even in the Valley of Shadows).

This might be the first time that the PCs have encountered warforged scorpions before, and they might want to find the technology for them to sell to their sponsors. To accomplish this, they could capture a working version and transport it, or they might have to find the drow settlement where they are made. This could be a very long quest that leads them across Xen'drik.

Or, the mysterious heads at Caledaith Ziggurat could lead the PCs on a quest for the ruined giant city from which they came, and whatever treasures might be there. The city is about one hundred miles away, and you could use the Forsaken City site from *Secrets of Xen'drik* for it, but you would have to add some more clues (since the heads alone won't get the PCs there).

APPENDIX

The starred items in the blocks below are described in *Secrets of Xen'drik* and included after the creatures. Warforged scorpions and scorrow are introduced in *Secrets of Xen'drik*. The drow stats come from the Xen'drik Encounters section in Chapter Three (except the drow druid).

Warforged Scorpion

Eight metal legs move with timed precision, supporting a segmented body made to look like a scorpion. Two long arms end in razor-sharp pincers, while a barbed tail waves overhead, dripping a caustic slime.

Warforged Scorpion

CR 6

Usually NE Large construct

Init +3; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0**Languages** Common, Drow, Giant (can't speak)**AC 22**, touch 12, flat-footed 19
(-1 size, +3 Dex, +10 natural)**hp** 85 (10 HD); **DR** 5/adamantine**Immune** construct immunities (*MM* 307)**Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10**Fort +3, Ref +6, Will +5****Speed** 40 ft. (8 squares)**Melee** 2 claws +12 each (1d8+6) and sting +7 (1d6+3 plus 1d6 acid)**Space** 10 ft.; **Reach** 5 ft.**Base Atk +7; Grp +17****Atk Options** Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack**Special Actions** acid spray**Abilities** Str 2, Dex 17, Con —, Int 4, Wis 14, Cha 12
SQ construct traits**Feats** Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack**Skills** Climb +10, Hide +4, Listen +0, Move Silently +7, Spot +0**Acid Spray (Su)** 30-foot cone from the tip of the warforged scorpion's stinger, 1/day, damage 8d6 acid, Reflex DC 15 half. A warforged scorpion that uses its acid spray can not deal acid damage if it stings until its acid spray ability is used again.

Scorrow

Eight segmented legs support the long body of a black scorpion. Where its head should be, the smooth torso of a dark-skinned elf rises up, its arms wielding silvered blades. The eyes of a hunter scan the area, while a long tail ending in a deadly stinger dances overhead.

Scorrow

CR 7

Usually CE Large aberration

Init +7; Senses darkvision 60 ft., tremorsense 60 ft., Listen +9, Spot +9**Languages** Common, Drow, Giant**AC 21**, touch 12, flat-footed 18
(-1 size, +3 Dex, +9 natural)**hp** 75 (10 HD)

SR 21

Fort +6, Ref +6, Will +8**Speed** 50 ft. (10 squares)**Melee** drow long knife +12/+7 (1d8+5/19–20) or**Melee** sting +12 (1d6+2 plus poison) or**Melee** drow long knife +10/+5 (1d8+5/19–20) and drow long knife +10 (1d8+5/19–20) and sting +7 (1d6+2 plus poison)**Ranged** Xen'drik boomerang +9 (1d8+5)**Space** 10 ft.; **Reach** 5 ft.**Base Atk +7; Grp +16****Atk Options** poison (DC 18, 1d6 Con/1d6 Con), favored enemy animals +2, favored enemy giants +2, favored enemy magical beasts +2**Abilities** Str 21, Dex 16, Con 16, Int 13, Wis 13, Cha 12**SQ** scorpion empathy +11**Feats** Improved Initiative, Track^B, Two-Weapon Fighting, Weapon Focus (drow long knife), Weapon Focus (sting)**Skills** Hide +11, Jump +13, Listen +9, Move Silently +15, Spot +9, Survival +12**Possessions** 2 drow long knives*, 6 Xen'drik boomerangs**Favored Enemies (Ex)** A scorrow has animals, giants, and magical beasts as favored enemies, each at +2 bonus. See the ranger class feature, *PH* 47.**Scorpion Empathy (Ex)** A scorrow can improve the attitude of scorpions. This ability functions just like the druid's wild empathy class feature (*PH* 37), using the scorrow's Hit Dice instead of druid levels.**Skills:** A scorrow has a +4 racial bonus on Hide, Move Silently, and Survival checks.

Drow Raider

CR 5

Drow ranger 2/fighter 2

NE Medium humanoid (elf)

Init +4; Senses darkvision 120 ft.; Listen +8, Spot +8**Languages** Common, Drow, Drow Sign Language, Giant**AC 17**, touch 14, flat-footed 13

(+4 Dex, +3 armor)

hp 27 (4 HD)**Immune** sleep**SR 15****Fort +7, Ref +7, Will +1** (+3 against spells and spell-like abilities)**Weakness** light blindness**Speed** 30 ft. (6 squares)**Melee** mwk drow long knife +10 (1d6+1/19–20) or**Melee** mwk drow long knife +8 (1d6+1/19–20) and mwk drow long knife +8 (1d6/19–20)**Ranged** mwk Xen'drik boomerang +9 (1d6+1)**Base Atk +4; Grp +5****Atk Options** Drow Skirmisher*, favored enemy giants +2**Combat Gear** potion of bull's strength, 2 potions of cure light wounds

Spell-Like Abilities (CL 4th):

1/day—*acid splash* (+8 ranged touch, CL 1st), *dancing lights*, *darkness*, *detect poison* (CL 1st), *faerie fire*, *pass without trace* (CL 1st)

Abilities Str 13, Dex 18, Con 12, Int 12, Wis 12, Cha 10

SQ wild empathy +2 (−2 magical beasts)

Feats Blessed of Vulkoor*, Drow Skirmisher*, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (drow long knife)

Skills Climb+8, Hide+1, Knowledge (geography) +6, Listen+8, Move Silently+1, Search+3, Spot +8, Survival +7 (+9 to avoid getting lost, avoid hazards)

Possessions combat gear plus +1 chitin armor*, 2 masterwork drow long knives*, 3 masterwork Xen'drik boomerangs

Drow Poisoner

CR 7

Drow rogue 5/assassin 1

CE Medium humanoid (elf)

Init +4; Senses darkvision 120 ft.; Listen +10, Spot +10

Languages Common, Draconic, Drow, Drow Sign Language, Giant

AC 17, touch 14, flat-footed 13; Dodge, Mobility, uncanny dodge (+4 Dex, +3 armor)

hp 23 (6 HD)

Immune sleep

Resist evasion; SR 17

Fort +1, **Ref** +10, **Will** +1 (+3 against spells and spell-like abilities)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee +1 drow scorpion chain +6 (1d6+3/19–20 plus poison)

Ranged mwk composite shortbow +8 (1d6+2/X3)

Base Atk +3; **Grp** +5

Atk Options Drow Skirmisher, poison (Large monstrous scorpion venom, DC 14, 1d4 Con/1d4 Con), sneak attack +4d6

Special Actions death attack (DC 13)

Combat Gear oil of magic weapon, potion of cat's grace, 2 scrolls of invisibility, 4 doses of Large monstrous scorpion venom

Assassin Spells Known (CL 1st):

1st (1/day)—*disguise self*, *obscuring mist*

Spell-Like Abilities (CL 6th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 14, Dex 18, Con 10, Int 15, Wis 10, Cha 10

SQ poison use, trap sense +1, trapfinding

Feats Dodge, Drow Skirmisher*, Mobility

Skills Balance +14, Bluff +8, Climb +10, Concentration +4, Disguise +8 (+10 acting), Hide +13, Jump +12, Listen +10, Move Silently +13, Search +2, Spot +10, Tumble +14

Possessions combat gear plus +1 chitin armor*, +1 drow scorpion chain*, masterwork composite shortbow (+2 Str bonus) with 20 arrows

Drow Firebringer CR 8

Drow sorcerer 7

NE Medium humanoid (elf)

Init +3; Senses darkvision 120 ft.; Listen +4, Spot +5

Languages Common, Draconic, Drow, Drow Sign Language, Giant, empathic link

AC 19, touch 14, flat-footed 16

(+3 Dex, +4 armor, +1 deflection, +1 natural)

hp 19 (7 HD)

Immune sleep

SR 18

Fort +2, **Ref** +5, **Will** +8 (+10 against spells and spell-like abilities)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk dagger +3 (1d4–1/19–20)

Ranged mwk dagger +7 (1d4–1/19–20)

Base Atk +3; **Grp** +2

Combat Gear 2 potions of cure light wounds, scroll of *wall of fire* (CL 7th, DC 16), wand of *scorching ray* (+6 ranged touch, CL 3rd, 20 charges)

Sorcerer Spells Known (CL 7th):

3rd (5/day)—*fireball* (DC 17), *haste*

2nd (7/day)—*bear's endurance*, *invisibility*, *scorching ray* (+6 ranged touch)

1st (7/day)—*burning hands* (DC 15), *expeditious retreat*, *mage armor*††, *magic weapon*, *ray of enfeeblement* (+6 ranged touch)

0 (6/day)—*acid splash* (+6 ranged touch), *daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *mage hand*, *message*, *read magic*

†† Already cast

Spell-Like Abilities (CL 7th):

1/day—*acid splash* (+6 ranged touch, CL 1st), *dancing lights*, *darkness*, *detect poison* (CL 1st), *faerie fire*, *pass without trace* (CL 1st)

Abilities Str 8, Dex 16, Con 11, Int 12, Wis 12, Cha 18

SQ able to notice secret or concealed doors, familiar, share spells

Feats Alertness^B (if familiar within 5 ft.), Blessed of Vulkoor*, Combat Casting, Silent Spell

Skills Concentration +10, Knowledge (arcana) +8, Listen +4, Spellcraft +11, Search +3, Spot +5

Possessions combat gear plus 2 masterwork daggers, amulet of natural armor +1, ring of protection +1

Monstrous Scorpion Familiar

CR —

N Tiny magical beast (augmented vermin)

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +4

Languages empathic link, speak with master, speak with scorpions

AC 18, touch 12, flat-footed 18

(+2 size, +6 natural)

hp 9 (7 HD)

Immune mind-affecting spells and abilities

Resist improved evasion
Fort +4, Ref +2, Will +5

Speed 20 ft. (4 squares)

Melee 2 claws +5 each (1d2–4) and sting +0 (1d2–4 plus poison)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** –5

Atk Options constrict 1d2–4 (claws, Diminutive or Fine only), deliver touch spells, improved grab (claws, Diminutive or Fine only), poison (DC 12, 1 Con/1 Con)

Abilities Str 3, Dex 10, Con 14, Int 9, Wis 10, Cha 2

Feats Weapon Finesse^B

Skills Climb +0, Hide +12, Listen +0, Spot +4

Drow Shaman

CR 8

Drow cleric 7

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +5, Spot +5

Languages Common, Drow, Drow Sign Language, Giant

AC 17, touch 12, flat-footed 15
 (+2 Dex, +5 armor)

hp 42 (7 HD)

Immune sleep

SR 18

Fort +7, **Ref** +5, **Will** +9 (+11 against spells and spell-like abilities)

Weakness light blindness

Speed 20 ft. in scorpion breastplate (4 squares); base speed 30 ft.

Melee +1 drow scorpion chain +8 (1d6+2/19–20)

Ranged dart +8 (1d4+1)

Base Atk +5; **Grp** +6

Atk Options Drow Skirmisher, smite 1/day (+4 attack, +7 damage)

Special Actions rebuke undead 4/day (+3, 2d6+8, 7th)

Combat Gear scroll of deeper darkness (CL 5th), scroll of poison (CL 7th, DC 16), wand of cure light wounds (CL 1st, 50 charges)

Cleric Spells Prepared (CL 7th):

4th—divine power^D, poison (+6 melee touch, DC 17)

3rd—cure serious wounds, dispel magic, magic vestment^D, prayer

2nd—bear's strength, cure moderate wounds, shatter^D (DC 15), sound burst (DC 15), spiritual weapon

1st—bless, cure light wounds (2), magic weapon^D, obscuring mist, shield of faith

0—create water, cure minor wounds (2), detect magic, purify food and drink, read magic

^D Domain spell. Deity: Vulkoor. Domains: Destruction, War.

Spell-Like Abilities (CL 7th):

1/day—dancing lights, darkness, faerie fire

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 12

Feats Combat Casting, Drow Skirmisher*, Weapon Focus (dart), Weapon Focus (drow scorpion chain)

Skills Concentration +11, Heal +8, Knowledge (religion) +5, Listen +5, Search +5, Spot +5

Possessions combat gear plus +1 scorpion breastplate*, +1 drow scorpion chain*, 8 darts, cloak of resistance +1, pearl of power (1st-level spell), silver holy symbol of Vulkoor

Drow Druid

CR 8

Drow druid 7

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +10, Spot +10

Languages Common, Drow, Drow Sign Language, Giant

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 38 (7 HD)

Resist +4 against spell-like abilities of fey

Immune sleep

SR 18

Fort +7, **Ref** +5, **Will** +9 (+11 against spells and spell-like abilities)

Weakness light blindness

Speed 20 ft. in scorpion breastplate (4 squares); base speed 30 ft.; woodland stride

Melee +1 drow scorpion chain +8 (1d6+2/19–20)

Ranged dart +8 (1d4+1)

Base Atk +5; **Grp** +6

Atk Options Drow Skirmisher

Special Actions wild shape 3/day (7 hours)

Combat Gear scroll of spike growth (CL 5th), scroll of poison (CL 7th, DC 16), wand of cure light wounds (CL 1st, 50 charges)

Druid Spells Prepared (CL 7th):

4th—ice storm

3rd—call lightning (DC 16), cure moderate wounds, leeks storm

2nd—barkskin, bear's endurance, summon swarm, tree shape

1st—cure light wounds, entangle (2) (DC 14), obscuring mist, speak with animals

0—create water, cure minor wounds (2), detect magic, mending, purify food and drink

Spell-Like Abilities (CL 7th):

1/day—dancing lights, darkness, faerie fire

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 16, Cha 12

SQ animal companion, link with companion, share spells, trackless step, wild empathy +8 (+4 magical beasts)

Feats Drow Skirmisher*, Martial Weapon Proficiency (drow scorpion chain), Weapon Focus (dart), Weapon Focus (drow scorpion chain)

Skills Concentration +11, Heal +8, Knowledge (nature) +12, Listen +10, Search +2, Spellcraft +5, Spot +10, Survival +5

Possessions combat gear plus +1 scorpion breastplate*, +1 drow scorpion chain*, 8 darts, cloak of resistance +1, pearl of power (1st-level spell)

APE ANIMAL COMPANION

CR —

N Large animal

Init +3; **Senses** low-light vision, scent; **Listen** +6, **Spot** +6**Languages** link**AC** 17, touch 12, flat-footed 14
(-1 size, +3 Dex, +5 natural)**hp** 44 (8 HD)**Resist** evasion**Fort** +7, **Ref** +8, **Will** +3 (+7 against enchantment)**Speed** 30 ft. (6 squares), climb 30 ft.**Melee** claw +9 (1d6+6) and
bite +4 (1d6+3)**Base Atk** +4; **Grp** +14**Space** 10 ft.; **Reach** 10 ft.**Abilities** Str 22, Dex 16, Con 14, Int 2, Wis 12, Cha 7**SQ** 2 bonus tricks**Feats** Alertness, Toughness**Skills** Climb +15, Listen +6, Spot +6, Tumble +4**Drow Kaxat**

CR 10

Drow fighter 6/ranger 3

NE Medium humanoid (elf)

Action Points 3**Init** +3; **Senses** darkvision 120 ft.; **Listen** +8, **Spot** +8**Languages** Common, Drow, Drow Sign Language, Giant**AC** 17, touch 13, flat-footed 14; Two-Weapon Defense
(+3 Dex, +3 armor, +1 shield)**hp** 68 (9 HD)**Immune** sleep**SR** 20**Fort** +11, **Ref** +9, **Will** +4 (+6 against spells and spell-like abilities)**Weakness** light blindness**Speed** 30 ft. (6 squares)**Melee** +1 frost drow long knife +14/+9 (1d6+6/17–20 plus 1d6 cold) or**Melee** +1 frost drow long knife +12/+7 (1d6+6/17–20 plus 1d6 cold) and

mwk drow long knife +12 (1d6+3/17–20)

Ranged mwk composite longbow +13/+8
(1d8+3/X3)**Base Atk** +9; **Grp** +12**Atk Options** Drow Scorpion Warrior, Drow Skirmisher, Power Attack, favored enemy giants +4, favored enemy lves +2**Combat Gear** potion of cure serious wounds, potion of haste, potion of rage**Spell-Like Abilities** (CL 9th):

1/day—dancing lights, darkness, faerie fire

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 14**SQ** wild empathy +5 (+1 magical beasts)**Feats** Drow Scorpion Warrior*, Drow Skirmisher*, Endurance^B, Heroic Spirit, Improved Critical(drow long knife)^B, Power Attack^B, Track^B, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Focus (drow long knife), Weapon Specialization (drow long knife)**Skills** Climb +9, Hide +9, Jump +9, Listen +8, Move Silently +9, Search +2, Spot +8, Survival +6, Swim +9**Possessions** combat gear plus +1 chitin armor*, +1 frost drow long knife*, masterwork drow long knife*, masterwork composite longbow (+3 Str bonus) with 20 arrows, gauntlets of ogre power, cloak of resistance +1, hunter's kit***Drow Aquasa**

CR 14

Drow fighter 8/ranger 5

NE Medium humanoid (elf)

Action Points 3**Init** +3; **Senses** darkvision 120 ft.; **Listen** +9, **Spot** +9**Languages** Common, Drow, Drow Sign Language, Giant**AC** 21, touch 13, flat-footed 18; Two-Weapon Defense
(+3 Dex, +6 armor, +1 shield, +1 deflection)**hp** 109 (13 HD); Diehard**Immune** sleep**SR** 24**Fort** +15, **Ref** +11, **Will** +6 (+8 against spells and spell-like abilities)**Weakness** light blindness**Speed** 30 ft. (6 squares)**Melee** +2 flaming drow long knife +20/+15/+10
(1d6+7/17–20 plus 1d6 fire) or**Melee** +2 flaming drow long knife +18/+13/+8
(1d6+7/17–20 plus 1d6 fire) and
+1 drow long knife +17 (1d6+4/17–20)**Ranged** +1 composite longbow +17/+12/+7 (1d8+4/X3)**Base Atk** +13; **Grp** +16**Atk Options** Drow Scorpion Warrior, Drow Skirmisher, Power Attack, favored enemy giants +4, favored enemy lves +2**Combat Gear** 2 applications of blackroot oil*, 2 potions of cure serious wounds, 2 potions of haste**Ranger Spell Prepared** (CL 2nd):

1st—resist energy

Spell-Like Abilities (CL 13th):

1/day—dancing lights, darkness, faerie fire

Abilities Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 14**SQ** animal companion, link with companion, share spells, wild empathy +6 (+2 magical beasts)**Feats** Diehard, Drow Scorpion Warrior*, Drow Skirmisher*, Endurance^B, Heroic Spirit, Improved Critical (drow long knife)^B, Greater Weapon Focus (drow long knife)^B, Power Attack, Track^B, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Focus (drow long knife), Weapon Specialization (drow long knife)^B

Skills Climb +10, Hide +12, Jump +10, Listen +9, Move Silently +17, Search +3, Spot +9, Survival +11, Swim +7

Possessions combat gear plus +2 *dreamhide**, +2 flaming drow long knife*, +1 drow long knife*, +1 composite longbow (+3 Str bonus) with 20 arrows, gauntlets of *ogre power*, amulet of health +2, boots of elvenkind, cloak of resistance +2, ring of protection +1

WOLF ANIMAL COMPANION

CR —

N Medium animal

Init +2; **Senses** low-light vision, scent, Listen +3, Spot +3

AC 14, touch 12, flat-footed 12
(+2 Dex, +2 natural)

hp 13 (2 HD)

Fort +5, **Ref** +5, **Will** +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+1)

Base Atk +1; **Grp** +2

Special Actions trip (MM 283)

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
SQ 1 bonus trick

Feats Track^b, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3,
Survival +1 (+5 when tracking by scent)

NEW FEATS AND EQUIPMENT FROM SECRETS OF XEN'DRIK

Blessed of Vulkoor [Racial]

A scorpion-shaped birthmark denotes you as one of the chosen of Vulkoor.

Prerequisites: Drow, region of origin Xen'drik.

Benefits: You gain extra spell-like abilities and an affinity for scorpions, the deity's favored children. As a blessed of Vulkoor, you gain the following spell-like abilities as a 1st-level caster: 1/day—*acid splash*, *detect poison*, *pass without trace*. If you have the ability to summon a familiar, you can choose to gain a Tiny monstrous scorpion in addition to the list of available options. If you have an animal companion, you can add the following creatures to the list of available options: 1st level—Small or Medium monstrous scorpion; 4th level—Large monstrous scorpion; 10th level—Huge monstrous scorpion. If you have the wild empathy ability, you can treat scorpions as animals for the purpose of that ability.

Special: Unlike most feats, this feat must be taken at 1st level during character creation.

Drow Scorpion Warrior

[Racial, Tactical]

Your study of the ways of the scorpion grants you special tactics.

Prerequisite: Drow, Drow Skirmisher, base attack bonus +4, region of origin Xen'drik.

Benefit: The Drow Scorpion Warrior feat enables the use of three tactical maneuvers.

Deadly Sting: To use this maneuver, you must score a critical hit with either a drow long knife or a drow scorpion chain against a living creature. Your next attack against the same target with the same weapon (which must be made before the end of your next turn) gains a +2 bonus on the attack roll and deals 1d4 points of Constitution damage in addition to the normal damage dealt.

Lunging Sting: To use this maneuver, you must make a charge attack with a drow scorpion chain against a foe. If you hit, that opponent takes a -2 penalty on attack rolls against you until the start of your next turn.

Rending Sting: To use this maneuver, you must hit the same target with two different drow long knives in the same round. In the next round, you deal an additional 1d4 points of damage with your drow long knife attacks against that target.

Drow Skirmisher

Your experience with the guerrilla-style combat of the deep jungle grants you mastery of the weapons of the drow.

Prerequisites: Drow, region of origin Xen'drik.

Benefit: You treat the Xen'drik boomerang (ECS 119), the drow scorpion chain, and the drow long knife as martial weapons. You gain a +1 bonus on damage rolls when making an attack with a drow long knife or a drow scorpion chain as long as you have moved more than 5 feet under your own power during the round in which you make the attack. For example, being pushed 10 feet by a bull rush attack isn't sufficient to grant you the extra damage from this feat.

If you have any of the following feats for the dagger or short sword, you can apply the feats' effects to the drow long knife: Improved Critical, Weapon Focus, Weapon Specialization, Greater Weapon Focus, or Greater Weapon Specialization. If you have any of the same feats for the spiked chain, you can apply the feats' effects to the drow scorpion chain.

Additionally, when you spend 1 action point to influence an attack roll made with either a Xen'drik boomerang, drow scorpion chain, or drow long knife, you also add the result of the action point roll to your damage for that attack.

ITEMS

Scorpion Breastplate (300 gp): This armor resembles chitin armor, but adds a sturdy breastplate crafted from a monstrous scorpion's abdominal carapace, and a helmet assembled from chitin plates.

Chitin Armor (20 gp): The drow of Xen'drik have perfected a method of harvesting chitin plates from monstrous scorpions, which are then finished with cloth and hide. Lightweight chitin armor consists of a few chitin plates protecting the shoulders, head, and abdomen, supplemented by bone at the forearm and shin.

Dreamhide Armor (700 gp): Made from the skin of as many as four adult dream serpents, this special suit of hide armor is light and flexible while still offering a great deal of protection. Most drow clans have only a few suits of this rare and valuable armor, reserving it for their most skilled hunters.

Drow Long Knife (15 gp): The drow long knife is a slender blade resembling a short sword in length and

weight, but balanced for throwing like a dagger or smaller blade. Featuring a haft and guard often constructed of a dream serpent's fangs, the long knife's design makes the weapon more difficult to wield than a normal dagger, but makes it far more deadly in the hands of a skilled user. The drow favor this weapon for its versatility in the running battles they fight through the jungles of Xen'drik. Because it causes more grievous wounds than a dagger but can still be thrown, many drow also favor it as an off-hand weapon (often wielding matched long knives).

Most drow who wield the drow long knife take the Drow Skirmisher feat, but other characters who take Exotic Weapon Proficiency (drow long knife) can apply the benefit of Weapon Focus (dagger) or Weapon Specialization (dagger) to their attacks with a drow long knife.

Drow Scorpion Chain (25 gp): A drow scorpion chain resembles a regular spiked chain in many respects, but it is slightly longer than a normal spiked chain and features a daggerlike blade at each end. The drow of Xen'drik have perfected the use of the weapon to harass larger enemies such as giants, or as a poison delivery weapon against less hardy foes. The weapon takes its name from the technique of holding a length of chain behind the back and then flipping it over the head to strike a foe; drow warriors often open combat with this strike.

A drow scorpion chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the chain can wrap around a enemy's leg or hit a nearby limb, you can make a trip attack with it. If you manage to trip an opponent, you can drop the chain to avoid being tripped. When using a drow scorpion chain, you get a +2 bonus on opposed attack rolls made to dislodge a manoponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat (*PH* 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a drow scorpion chain sized for you, even though it isn't a light weapon.

Most drow who wield the drow scorpion chain take the Drow Skirmisher feat, but other characters who take Exotic Weapon Proficiency, Weapon Focus, or Weapon Specialization for either the spiked chain or drow scorpion chain can apply the effects of those feats to attacks with either weapon.

Hunter's Kit: This kit contains various types of bait, bottled animal scents, and a small guide on edible flora. When used to hunt game and forage for edible plants, a hunter's kit provides a +2 circumstance bonus on Survival checks. In addition, the scents provided in this kit can be used to deceive creatures tracking by scent (*MM* 314), increasing the DC of the Wisdom or Survival check by 2. Regardless of the purpose it is used for, this kit is exhausted after ten uses.

ABOUT THE AUTHOR

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA® Network for almost seven years, overseeing the creation of the LIVING GREYHAWK™ and LIVING FORCE™ campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he mentors protein labs for the Biochemistry Department of the University of Nevada, Reno.